

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:

one or more first storage locations for storing one or more parameters for each enemy appearing in said game world;

one or more second storage locations for storing, for a plurality of enemies, one or more operation timing patterns indicating the ~~optimal-timing and consequence~~ of one or more sequential player inputs to be input in association with a corresponding enemy, the operation timing patterns having different difficulty levels of operation, the different enemies having different operation timing patterns;

input pattern changing programmed logic circuitry for displaying, when the battle scene is displayed, an input pattern stored for at least one enemy appearing in said battle scene and changing the display of said input pattern on the basis of one of the one or more operation timing patterns stored for the enemy appearing in said battle scene in said one or more second storage locations and on the basis of said difficulty levels;

operation detecting programmed logic circuitry for detecting an operation by said player input in response to a change of said input pattern;

changing value calculating programmed logic circuitry for calculating a changing value for changing the parameter of the enemy depending upon a degree of coincidence between the timing of the detected operation and the timing of the operation timing pattern; and

parameter updating programmed logic circuitry for updating the parameter of the enemy appearing in said battle scene on the basis of the changing value calculated by said changing value calculating programmed logic circuitry. [[,]]

~~wherein the characters in the game world fight are simultaneously and independently movable during game play.~~

2. (Previously Presented) The game apparatus according to claim 1, wherein said one or more second storage locations store, for a plurality of enemies, operation timing patterns having different difficulty levels of operation, and said input pattern changing programmed logic circuitry changes the display of said input pattern on the basis of an operation timing pattern associated with any one of an offensive enemy and a defensive enemy.

3. (Previously Presented) The game apparatus according to claim 1, wherein the parameter includes a physical strength parameter on which an ability of the enemy to continue a battle depends, and said parameter updating programmed logic circuitry reduces the physical strength parameter of a defensive enemy such that the defensive enemy appearing in said battle scene is damaged on the basis of the changing value calculated by said changing value calculating programmed logic circuitry.

4. (Previously Presented) The game apparatus according to claim 1, wherein said input pattern changing programmed logic circuitry changes the displaying manner by displaying said input pattern in one of a rhythmic manner, an enlarged/reduced manner, and a displayed/non-displayed manner on the basis of the operation timing pattern stored for the enemy appearing in said battle scene.

5. (Previously Presented) The game apparatus according to claim 1, wherein said input pattern changing programmed logic circuitry changes at least one of a color and a shape of said input pattern at the timing that has to be operated by said player on the basis of the operation timing pattern.

6. (Previously Presented) The game apparatus according to claim 1, further comprising music reproducing programmed logic circuitry for reproducing music data for playing BGM in said battle scene, wherein

    said one or more second storage locations store the music data which is utilized as the operation timing pattern and is comprised of a plurality of kinds of parts, each being a reproduction object by said music reproducing programmed logic circuitry, and  
    said input pattern changing programmed logic circuitry changes the display of said input pattern based on any one of the parts constituting the music data when said BGM is being played by said music reproducing programmed logic circuitry.

7. (Previously Presented) The game apparatus according to claim 1, wherein the parameter includes an ability parameter on which a fighting capability strength of the character depends, and

    said parameter updating programmed logic circuitry updates the ability parameter of the character on the basis of the changing value calculated by said changing value calculating programmed logic circuitry when the battle is ended.

8. (Previously Presented) The game apparatus according to claim 1, wherein  
    said changing value calculating programmed logic circuitry calculates the changing value so as to significantly change the parameter of the enemy as the detected player operation timing and the timing of the operation timing pattern more closely coincide.

9. (Previously Presented) The game apparatus according to claim 1, wherein  
said operation timing pattern is constructed so as to be successively operated at a plurality  
of timing inputs by said player, and

said changing value calculating programmed logic circuitry calculates, every time that the  
operation by said player is detected by said operation detecting programmed logic circuitry, the  
changing value depending upon a degree of coincidence between the operation timing and the  
timing of the operation timing pattern.

10. (Previously Presented) The game apparatus according to claim 9, wherein  
said changing value calculating programmed logic circuitry gradually increases the  
changing value when the degree of coincidence between the detected player operation timing  
and the timing of the operation timing pattern is successively high.

11. (Previously Presented) The game apparatus according to claim 9,  
further comprising turn changing programmed logic circuitry for allowing successive  
operations by said player, provided the degree of coincidence is not lower than a predetermined  
value, and making a change between an offensive turn and a defensive turn at a time that the  
degree of coincidence becomes lower than the predetermined value, wherein  
said battle scene is provided for the characters to fight each other by alternately repeating  
said offensive turn and said defensive turn.

12. (Previously Presented) The game apparatus according to claim 1, further comprising  
one or more third storage locations for storing the number of allowed operations  
indicative of the number of operations by said player that are allowed;  
number of times reducing programmed logic circuitry for reducing the number of allowed  
operations depending upon an operation of said player; and

operation ending programmed logic circuitry for ending the operation by said player when the number of allowed operations becomes 0.

13. (Previously Presented) The game apparatus according to claim 12, further comprising a number of times increasing programmed logic circuitry for increasing the number of allowed operations when the player operation timing and the operation timing pattern closely coincide successive times.

14. (Currently Amended) A non-transitory memory medium tangibly encoded with a game program for execution by a computer of a game apparatus in order to display a battle scene in which characters in a game world fight with each other, said computer executing a method for the game program comprising:

storing, in one or more first storage locations, one or more parameters for each enemy appearing in said game world;

storing, in one or more second storage locations, one or more operation timing patterns indicating the ~~optimal timing and consequence~~ of one or more sequential player inputs to be input in association with a corresponding enemy, the operation timing patterns having different difficulty levels of operation, the different enemies having different operation timing patterns;

displaying, when the battle scene is displayed, an input pattern stored for at least one enemy appearing in said battle scene and changing the display of said input pattern on the basis of one of the one or more operation timing patterns stored for the enemy appearing in said battle scene in said one or more second storage locations and on the basis of said difficulty levels;

detecting an operation by said player input in response to a change of said input pattern;

calculating a changing value for changing the parameter of the enemy depending upon a degree of coincidence between the detected player operation timing and the timing of the operation timing pattern; and

updating the parameter of the enemy being appearing in said battle scene on the basis of the calculated changing value, [ , ]

~~wherein the characters in the game world fight are simultaneously and independently movable during game play.~~

15. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

said one or more second storage locations store, for a plurality of enemies, operation timing patterns having different difficulty levels of operation, and further comprising changing the display of said input pattern on the basis of an operation timing pattern associated with any one of an offensive enemy and a defensive enemy.

16. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

the parameter includes a physical strength parameter on which an ability of the enemy to continue the battle depends, and

the physical strength parameter of a defensive enemy is reduced such that the defensive enemy appearing in said battle scene is damaged on the basis of the calculated changing value .

17. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

the displaying manner is changed by displaying said input pattern in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis of the operation timing pattern stored for the enemy appearing in said battle scene.

18. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

at least one of a color and a shape of said input pattern is/are changed at the timing that has to be operated by said player on the basis of the operation timing pattern.

19. (Previously Presented) The memory medium encoded with a game program according to claim 14, further comprising:

reproducing music data for playing BGM in said battle scene, wherein said one or more second storage locations store the music data which is utilized as the operation timing pattern and comprises a plurality of kinds of parts each being a reproduction object by said music reproducing programmed logic circuitry, and

changing the display of said input pattern on the basis of any one of the parts constituting said music data when said BGM is played.

20. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

the parameter includes an ability parameter on which a fighting capability strength of the character depends, and

the ability parameter of the character is updated on the basis of the calculated changing value when the battle is ended.

21. (Previously Presented) The memory medium encoded with a game program according to claim 14, further comprising

calculating the changing value so as to significantly change the parameter of the enemy as the detected player operation timing and the timing of the operation timing pattern more closely coincide.

22. (Previously Presented) The memory medium encoded with a game program according to claim 14, wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of timed inputs by said player, and

further comprising calculating, every time that the operation by said player is detected by said operation detecting programmed logic circuitry, the changing value depending upon a degree of coincidence between the operation timing and the timing of the operation timing pattern.

23. (Previously Presented) The memory medium encoded with a game program according to claim 22, further comprising

gradually increasing the changing value when the detected operation timing and the timing of the operation timing pattern closely coincide successive times.

24. (Previously Presented) The memory medium encoded with a game program according to claim 22, further comprising allowing successive operations by said player, provided the degree of coincidence is not lower than a predetermined value, and making a change between an offensive turn and a defensive turn at a time that the degree of coincidence becomes lower than the predetermined value, and

wherein a battle scene is provided for the characters to fight each other by alternately repeating said offensive turn and said defensive turn.

25. (Currently Amended) A game method of a game apparatus which displays a battle scene in which characters in a game world fight with each other and has one or more first storage locations for storing one or more parameters for each enemy appearing in said game world and one or more second storage locations for storing one or more operation timing patterns showing optimal player input timing patterns to be input in association with a corresponding enemy, the operation timing patterns having different difficulty levels of operation, the different enemies having different operation timing patterns, the optimal player input timing patterns having corresponding consequences also stored in the one or more second storage locations, the method comprising:

displaying, when the battle scene is displayed, an input pattern and changing a display of said input pattern on the basis of the one or more operation timing patterns stored in said one or more second storage locations and associated with the enemy appearing in said battle scene and on the basis of said difficulty levels;

detecting an operation input by said player in response to a change of said input pattern; calculating a changing value for changing the parameter of the enemy depending upon a degree of coincidence between the detected player operation timing and the timing of the operation timing pattern; and

updating the parameter of the enemy appearing in said battle scene on the basis of the changing value calculated by said calculating. [[,]]

~~wherein the characters in the game world fight are simultaneously and independently movable during game play.~~

26. (Previously Presented) The game method according to claim 25, wherein

said one or more second storage locations store, for a plurality of enemies, operation timing patterns having different levels of difficulty, and

said displaying changes the display of said input pattern on the basis of the operation timing pattern related with any one of an offensive enemy and a defensive enemy.

27. (Previously Presented) The game method according to claim 25, wherein the parameter includes a physical strength parameter on which an ability of an enemy to continue a battle depends, and

said updating reduces the physical strength parameter of a defensive enemy such that said defensive enemy being appearing in said battle scene is damaged on the basis of the changing value calculated by said calculating.

28. (Previously Presented) The game method according to claim 25, wherein said displaying changes the displaying manner by displaying said input pattern in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis of the operation timing pattern associated with the enemy appearing in said battle scene.

29. (Previously Presented) The game method according to claim 25, wherein said displaying changes at least one of a color and a shape of said input pattern at the timing to be input by said player on the basis of the operation timing pattern.

30. (Previously Presented) The game method according to claim 25, wherein said game apparatus further comprises music reproducing programmed logic circuitry for reproducing music data for playing BGM in said battle scene, said one or more second storage locations store the music data which is utilized as the operation timing pattern and includes a plurality of kinds of parts, each being a reproduction object by said music reproducing programmed logic circuitry, and

said displaying changes the display of said input pattern on the basis of any one of the parts constituting said music data when said BGM is played by said music reproducing programmed logic circuitry.

31. (Previously Presented) The game method according to claim 25, wherein the parameter includes an ability parameter on which a fighting capability strength of the character depends, and

said updating updates the ability parameter of the character on the basis of the changing value calculated by said calculating when the battle is ended.

32. (Previously Presented) The game method according to claim 25, wherein said calculating calculates the changing value so as to change the parameter of the enemy to a greater degree as the detected player operation timing and the timing of the operation timing pattern more closely coincide.

33. (Previously Presented) The game method according to claim 25, wherein said operation timing pattern is constructed so as to be successively operated by said player at a plurality of timings, and

said calculating calculates, every time that an operation by said player is detected by said detecting, the changing value depending upon a degree of coincidence between the player operation timing and the timing of the operation timing pattern.

34. (Previously Presented) The game method according to claim 33, wherein said calculating gradually increases the changing value when the operation timing detected by said detecting and the timing of the operation timing pattern closely coincide successive times.

35. (Previously Presented) The game method according to claim 33, further comprising allowing successive operations by said player, provided the degree of coincidence is not lower than a predetermined value, and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value, wherein

said battle scene is provided for the characters to fight with each other by alternately repeating an offensive turn and a defensive turn.

36. (Currently Amended) A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:

one or more first storage locations for storing one or more parameters for each enemy appearing in said game world;

one or more second storage locations for storing, in association with said each enemy, background music that renders one or more operation timing patterns presenting a player with optimal timing patterns to be operated in a rhythm pattern, the operation timing patterns having different difficulty levels of operation, the different enemies having different operation timing patterns, the optimal timing patterns having corresponding consequences also stored in the one or more second storage locations;

BGM reproducing programmed logic circuitry for reproducing background music stored in said one or more second storage locations and associated with the enemy appearing in said battle scene on the basis of said difficulty levels;

operation detecting programmed logic circuitry for detecting an operation input by said player after the background music starts to be reproduced;

changing value calculating programmed logic circuitry for calculating a changing value for changing the parameter of the enemy depending upon a degree of coincidence between the detected player operation timing and the timing of the rhythm pattern of said background music; and

parameter updating programmed logic circuitry for updating the parameter of the enemy appearing in said battle scene on the basis of the changing value calculated by said changing value calculating programmed logic circuitry. [[,]]

~~wherein the characters in the game world fight are simultaneously and independently movable during game play.~~

37. (Previously Presented) The game apparatus according to claim 36, wherein said changing value calculating programmed logic circuitry gradually increases the changing value when the operation timing of said player detected by said operation detecting programmed logic circuitry and the timing of the rhythm pattern closely coincide successive times.

38. (Currently Amended) A game apparatus for displaying a battle scene in which characters in a game world fight with each other, comprising:

at least one first storage location that stores at least one parameter for each enemy appearing in said game world;  
at least one second storage location that stores timing frame numbers indicative of a plurality of ~~optimal~~ timings at which a player is to make operations and ~~corresponding consequences~~, rhythm patterns corresponding to the timings, and music data including information of the rhythm patterns, in association with respective enemy characters, the rhythm

patterns having different difficulty levels of operation, the different enemies having different rhythm patterns;

music reproduction programmed logic circuitry that reproduces the music data in a battle scene based at least in part on the difficulty levels;

a counter that starts to count a frame number in synchronization with a start of a reproduction of the music data produced by said music reproduction programmed logic circuitry;

operation detection programmed logic circuitry that detects a player input operation;

changing value calculation programmed logic circuitry that calculates, in accordance with a difference between a count value of said counter at the time an input is detected by the operation detection programmed logic circuitry and the frame number when the player was to have made the input, a changing value by which a parameter of the enemy character is changed;

parameter update programmed logic circuitry that updates the parameter of the enemy character appearing in the battle scene according to the calculated changing value;

at least one third storage location that stores a determining value;

determining value decreasing programmed logic circuitry that decreases the determining value in accordance with the difference calculated by the changing value calculation programmed logic circuitry; and

turn ending determining programmed logic circuitry that determines whether or not said determining value is equal to or less than a predetermined threshold value, wherein

dependent on a determination that said determining value is not equal to or less than a threshold value, at least the operation detection programmed logic circuitry continues to detect operation input, the changing value calculation programmed logic circuitry continues to determine a difference and calculate a changing value, the determining value decreasing

programmed logic circuitry continues to decrease the determining value, and the turn end determining programmed logic circuitry continues to make a determination by comparing the determining value to the predetermined threshold value, ~~and~~

~~the characters in the game world fight are simultaneously and independently movable during game play.~~

39. (Previously Presented) The game apparatus of claim 38, wherein said one or more parameters includes a physical strength parameter on an ability of an enemy character to continue a battle depends, and

said parameter updating programmed logic circuitry reduces the physical strength parameter of the enemy character on the basis of the changing value.

40. (Previously Presented) The game apparatus of claim 38, wherein the determining value decreasing programmed logic circuitry decreases the determining value such that the determining value becomes equal to or less than said threshold value if said difference is above a predetermined difference value.

41. (Previously Presented) The game apparatus of claim 38, further including determining value increasing programmed logic circuitry that increases said determining value when said count value and said frame number are successively coincident with each other.

42. (Previously Presented) The game apparatus of claim 38, wherein the determining value decreasing programmed logic circuitry determines an amount by which said determining value is decreased when said difference is successively smaller than a predetermined value.

43. (Currently Amended) A non-transitory computer readable storage medium comprising a program to be executed by a computer of a game apparatus in order to display a

battle scene in which characters in a game world fight with each other, said execution causing said computer to perform a method comprising:

storing at least one parameter for each enemy appearing in said game world;  
storing timing frame numbers indicative of a plurality of optimal timings at which a player is to make operations and corresponding consequences, rhythm patterns corresponding to the timings, and music data including information of the rhythm patterns, in association with respective enemy characters, the rhythm patterns having different difficulty levels of operation, the different enemies having different rhythm patterns;

reproducing the music data in a battle scene based at least in part on the difficulty levels; starting to count a frame number in synchronization with a start of the reproduced music data;

detecting an input operation by the player;  
calculating, in accordance with a difference between a count at the time an input is detected by said detecting and the frame number when the player was to have made the input, a changing value by which a parameter of the enemy character is changed;

updating the parameter of the enemy character appearing in the battle scene according to the calculated changing value;

at least one third storage location that stores a determining value;  
decreasing the determining value in accordance with the difference calculated by the changing value calculation programmed logic circuitry; and

determining whether or not said determining value is equal to or less than a predetermined threshold value, wherein

dependent on a determination that said determining value is not equal to or less than a threshold value, the operation detection programmed logic circuitry continues to detect operation input, at least the changing, decreasing, and determining continues, and

~~the characters in the game world fight are simultaneously and independently movable during game play.~~

44. (Currently Amended) A game apparatus displaying a battle scene in which character in a game world fight with each other, comprising:

at least one first storage location that stores at least one parameter for each enemy character appearing in said game world;

at least one second storage location that stores music data including input patterns indicative of a plurality of ~~optimal~~ timings at which a player is to make operations ~~and corresponding consequences~~, said patterns each being associated with one or more enemy characters, the patterns having different difficulty levels of operation, the different enemies having different patterns;

music reproducing programmed logic circuitry that reproduces the music data corresponding to the enemy character appearing in the battle scene when the battle scene is displayed based at least in part on the difficulty levels;

operation detecting programmed logic circuitry that detects an input operation by the player;

changing value calculation programmed logic circuitry that calculates, in accordance with a degree of coincidence between the player operation input timing and the timing of said input pattern, a changing value by which a parameter of the enemy character is changed; and

parameter updating programmed logic circuitry that updates at least one parameter of the enemy character appearing in the battle scene according to the calculated changing value. . . .

~~wherein the characters in the game world fight are simultaneously and independently movable during game play.~~

45. (Previously Presented) The game apparatus according to claim 1, wherein the consequence is related to an amount of damage to be done to at least one said enemy in the plurality of enemies and the optimal timing pattern is related to the likelihood that the amount of damage will be done to the at least one said enemy.

46. (Previously Presented) The game apparatus of claim 38, wherein the consequence is related to an amount of damage to be done to at least one said enemy and the optimal timing pattern is related to the likelihood that the amount of damage will be done to the at least one said enemy.